

Dive Bomber™

Command Card

for Commodore 64®/128™ computers

Read the Dive Bomber instruction manual for loading and general game-play instructions. Read this command card for keyboard controls and variations from the manual for the Commodore 64/128 version of the game.

The Controls

- Press **L** once to drop a torpedo.
- Press **Q** to exit a practice session.
- Press **Restore** to return to the title screen.

Taking Off and Landing

Set the wings to the Y (yes for locked) position during take-off and flight.

To land, your airspeed should be less than 250 mph and altitude between 100 and 300 feet. The nose of the plane must be level to land.

Pilot's Screen

Altimeter The longer needle indicates altitude in hundreds of feet. The shorter needle indicates altitude in increments of 1000 feet.

Artillery Rounds Remaining This indicator is below the Vertical Speed gauge. (It is the green row of bullets.)

Brake The brake lever does not appear on the control panel. Press **K** to release the brake prior to take-off.

Screen Selection Box This selection box shows four numbers in the upper-left corner of the control panel.

Torpedo Press **L** once to drop a torpedo on the *Bismarck* when it is on screen.

Note: When you drop a torpedo, your altitude should be less than 1500 feet and your airspeed should be less than 250 mph.

Engineer's Screen

Cable (or Arrestor) This is the hook that dangles from the rear of your plane and catches the landing cables on the *Ark Royal's* runway. Be sure it is up during take-off and flight, and down when landing.

Camera This option is not available.

Fuel Tanks The three numbered quadrants represent your three fuel tanks. To choose a fuel tank, move the cursor to the line above the tank. Highlight a tank by holding down the fire button and moving the joystick handle right or left. Select the highlighted tank by releasing the fire button. Main tank 2 is the default tank.

Tail (or Tail Wheel) For landing, switch this lever to the down position. Otherwise, keep it up during flight.

Tail Gunner's Screen

Screen Selection Box This selection box is in the upper middle of the screen.

Artillery Rounds Remaining This indicator is below the Screen Selection Box.